

Fig. 2

TOURNAMENT SOLITAIRE

TOURNAMENT ENTRY CONSISTS OF 3 ROUNDS TOTAL SCORE

PLAY AS OFTEN AS YOU LIKE

EACH ENTRY INCREASES THE PRIZE POOL

BEAT THE HIGH SCORES TO QUALIFY FOR PRIZES

TOURNAMENT ENDS Fri. J

Fri. Jun 02 11:00

1

MALFUNCTION VOIDS TOURNAMENT ENTRY

FIG. 3

GAME NAME

TOURNAMENT LEADERS

JOHN Q. PUBLIC JILL S. FARMER ROCKY BALBOA

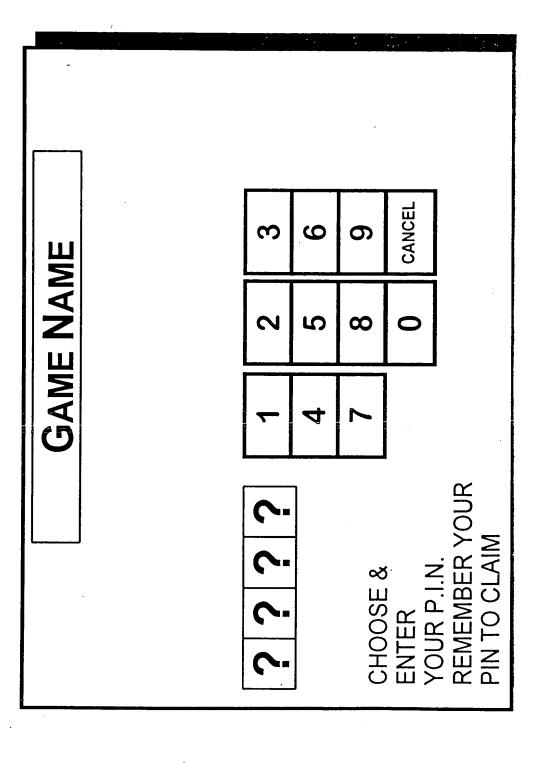
468359 397001 383991

401663

A

YOUR SCORE

TOUCH HERE TO ENTER YOUR NAME ON LEADER'S LIST Fig. 4



F/G. 5

WINNERS LIST

GAME NAME

Player Name

NAME 1

PRIZE 1

Prize

PRIZE PRIZE

NAME 2 NAME 3

NAME 4

NAME 4 NAME 5

NAME 6

9

PRIZE

PRIZE!

PRIZE,

PRIZE 7

PRIZE

PRIZE

NAME 7

NAME 8

NAME 9

TOUCH YOUR NAME TO VERIFY PRIZE



F/G. 6

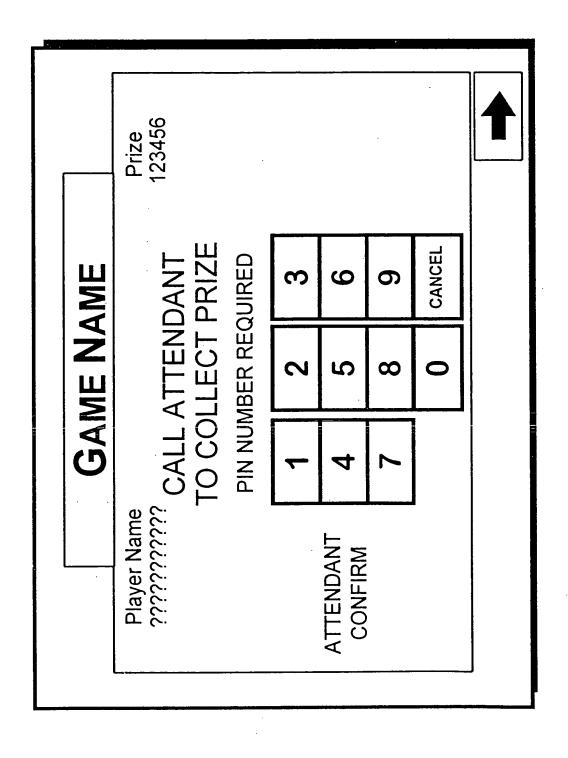
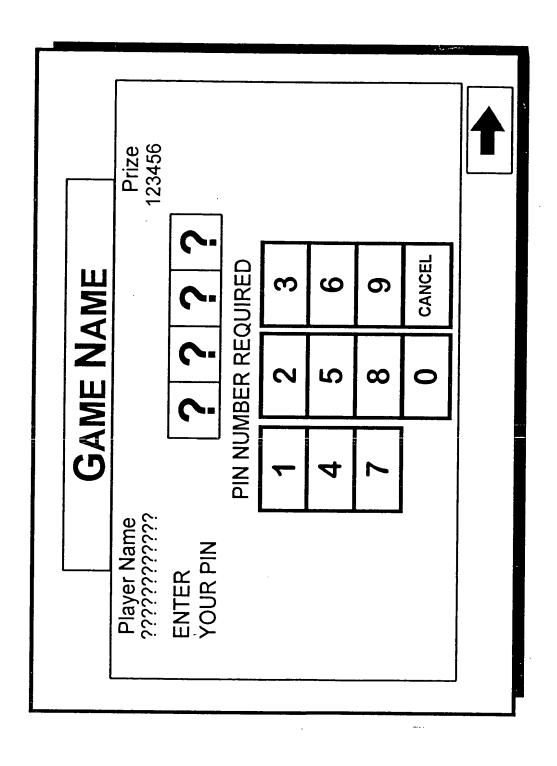


FIG. 7



F/G. 8

HI-SCORES **TOURNAM'1** CLEAR SCREEN SETUP CREDIT CREDIT CLEAR FREE TEST က DISPLAY BOOKS SET TIME 9255-50-XX 5/30/1996 17:00:00 TOURNAM'T GAME MENU END COIN-IN MENU **PRIZES** CLEAR INITIAL SETUP

Fig. 9

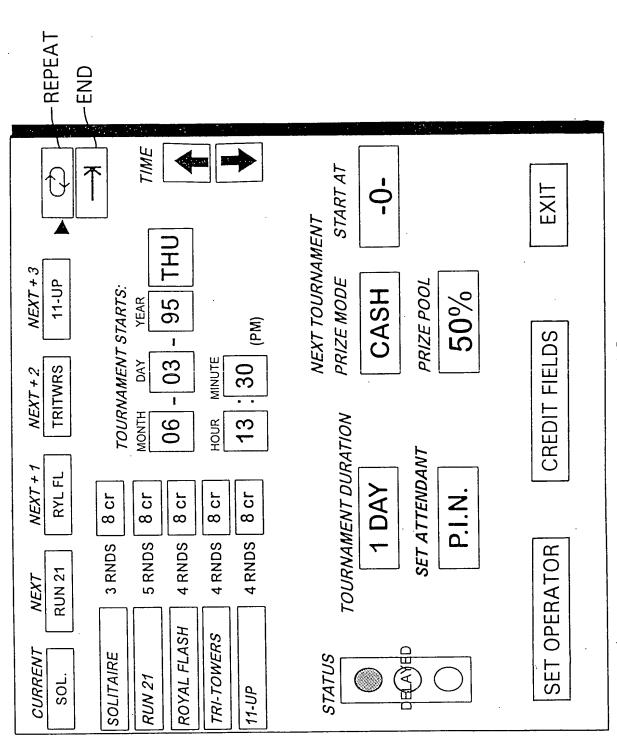
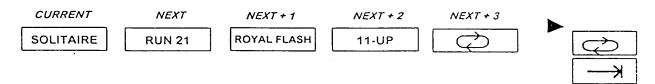


Fig. 10

Fig. 11(a)

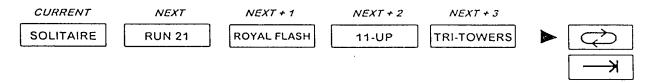
Example 1: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, SOLITAIRE, RUN 21, ETC.

Fig. 11(b)

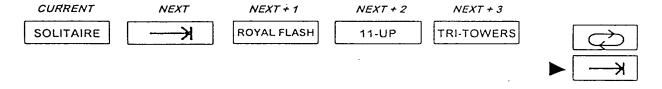
Example 2: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS, SOLITAIRE, ETC.

Fig. 11(c)

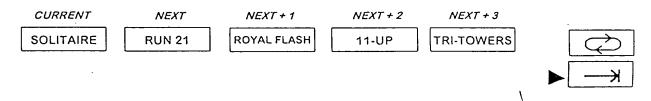
Example 3: END MODE



This sequence will run SOLITAIRE and then END.

Fig. 11(d)

Example 4: END MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS and then END.

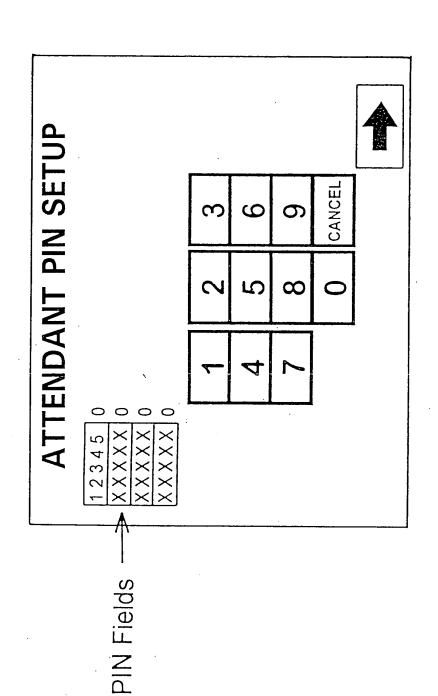


Fig. 12

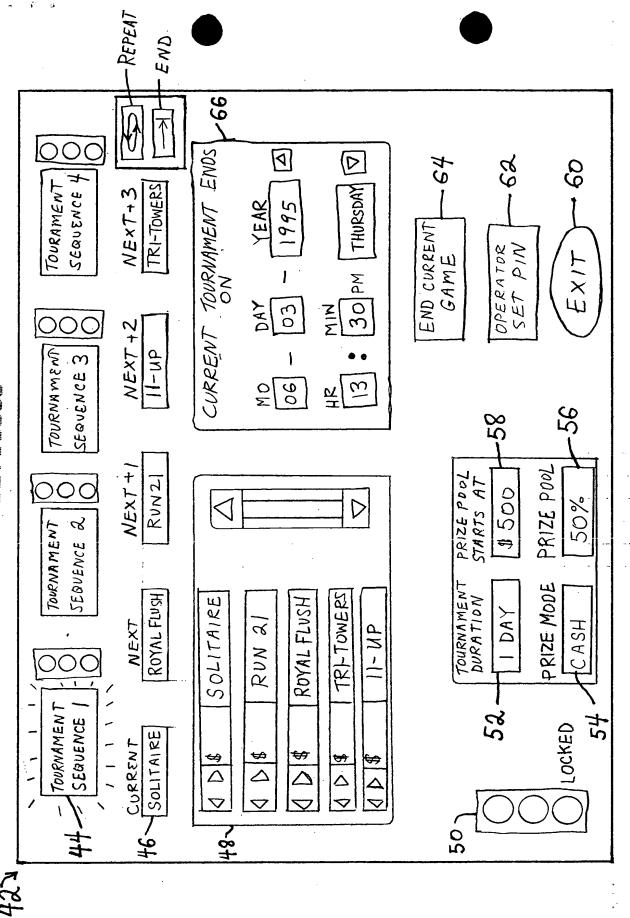


FIG. 13

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SOLITAIRE	Name Prize Claimed?	PRISE \	. 2 PRIZE 2	N PRIZE N
∨)	Player Name	NAME	NAME	NAME

	RUN	1 2,	
Player Name	fme	Prize	Claimed?
NAME	_	PRIZE 1	
NAME :	7	PRIZE 2	>
• • •		• • •	
NAME L	,	PRIZE N	

3L	-RI-TOWERS	RS
Player Name	Prize	Claimed?
NAME !	PRIZE	>
NAME 2	PRIZE 2	
••	••	
•	•.	
NAME ~	PRIZE L	

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